

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	30	horse adj race & game & train\$	USPAT	OR	OFF	2005/03/21 12:46
S2	151	horse adj race & game	USPAT	OR	OFF	2002/05/09 15:56
S3	1	("5664998").PN.	USPAT; USOCR	OR	OFF	2002/01/31 13:07
S4	17	("1626420" "2148828" "2671662" "3231987" "3462152" "3717345" "4232866" "4570934" "4781377" "4805907" "4871171" "4964638" "5116055" "5186460" "5249800" "5280909" "5398938").PN.	USPAT	OR	OFF	2002/01/31 13:07
S5	9	"5664998".URPN.	USPAT	OR	OFF	2002/01/31 13:11
S6	237	magnetic adj card & game	USPAT	OR	OFF	2002/02/01 15:34
S7	58	video adj game & time adj stamp	USPAT	OR	OFF	2002/02/04 12:43
S8	610	video adj game & valid\$	USPAT	OR	OFF	2002/02/04 16:37
S9	52	(462/29).CCLS.	USPAT; USOCR	OR	OFF	2005/11/18 16:37
S10	211	(463/29).CCLS.	USPAT; USOCR	OR	OFF	2005/11/18 16:38
S11	6	horse adj race & game & track adj condition\$	USPAT	OR	OFF	2002/05/09 16:02
S12	5	horse adj race & game & steeplechase	USPAT	OR	OFF	2002/05/09 16:03
S13	14	horse adj race & game & raise	USPAT	OR	OFF	2002/08/13 15:10
S14	15	horse adj race & game & attribute\$	USPAT	OR	OFF	2002/05/13 11:34
S15	111	horse & game & (raise train)	USPAT	OR	OFF	2002/05/13 11:35
S16	59	horse & game & (raise train)& computer	USPAT	OR	OFF	2002/05/13 11:35
S17	145	game and genetic & characteristics	USPAT	OR	OFF	2002/08/13 15:13
S18	8	computer adj game and genetic & characteristics	USPAT	OR	OFF	2002/08/13 15:13
S19	15	virtual adj pet	USPAT	OR	OFF	2002/08/13 15:15
S20	1	virtual adj pet & breed	USPAT	OR	OFF	2002/08/13 15:15
S21	0	pokemon & breed\$	USPAT	OR	OFF	2002/08/13 16:28
S22	8	pokemon	USPAT	OR	OFF	2002/08/13 16:34
S23	7	((("5984785") or ("6256659") or ("6324626") or ("5647795") or ("4874177") or ("5411258") or ("6009458"))).PN.	USPAT; USOCR	OR	OFF	2002/08/13 16:38
S24	7	((("5186460") or ("6371854") or ("5048841") or ("4874177") or ("5924927") or ("5106098") or ("6325721"))).PN.	USPAT; USOCR	OR	OFF	2002/08/13 16:40

S25	32	game & video adj script	USPAT	OR	OFF	2002/08/14 16:15
S26	10	game & animation adj script	USPAT	OR	OFF	2002/08/14 16:15
S27	35	video adj game & game adj server	USPAT	OR	OFF	2002/08/14 17:39
S28	69	Internet & game adj server	USPAT	OR	OFF	2002/08/14 17:39
S29	15	game & artificial adj intelligence & ((update near rules) (update near algorithm))	USPAT	OR	OFF	2002/08/15 10:16
S30	66	game & ((update near rules) (update near algorithm) (change near rules) (update near rules))	USPAT	OR	OFF	2002/08/15 11:16
S31	116	(463/9).CCLS.	USPAT; USOCR	OR	OFF	2005/03/21 12:53
S32	426	"463"/\$.ccls. & cartridge	USPAT	OR	OFF	2002/10/01 11:23
S33	1	("4858930").PN.	USPAT; USOCR	OR	OFF	2002/10/01 16:12
S34	132	(463/9).CCLS.	USPAT; USOCR	OR	OFF	2004/07/15 16:28
S35	252	(463/29).CCLS.	USPAT; USOCR	OR	OFF	2004/02/03 14:17
S36	102	(463/6).CCLS.	USPAT; USOCR	OR	OFF	2005/11/18 16:38
S37	254	(463/29).CCLS.	USPAT; USOCR	OR	OFF	2003/07/11 12:19
S38	86	(463/58).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/03/21 13:05
S39	217	(463/9).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/02/03 14:17
S40	376	(463/29).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/02/03 14:17
S41	142	(463/6).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/02/03 14:17

S42	52	(462/29).CCLS.	USPAT; USOCR	OR	OFF	2004/07/15 16:28
S43	163	(463/9).CCLS.	USPAT; USOCR	OR	OFF	2004/07/15 16:29
S44	120	(463/6).CCLS.	USPAT; USOCR	OR	OFF	2004/07/15 16:29
S45	90	(463/58).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/07/15 16:29
S46	1	("5,106,098").PN.	USPAT	OR	OFF	2005/03/21 12:46
S47	98	(462/29).CCLS.	USPAT; USOCR	OR	OFF	2005/03/21 12:51
S48	173	(463/9).CCLS.	USPAT; USOCR	OR	OFF	2005/03/21 12:53
S49	127	(463/6).CCLS.	USPAT; USOCR	OR	OFF	2005/03/21 12:56
S50	126	(463/58).CCLS.	USPAT; USOCR	OR	OFF	2005/03/21 13:05
S52	351	(463/29).CCLS.	USPAT; USOCR	OR	OFF	2005/11/18 16:38
S53	132	(463/6).CCLS.	USPAT; USOCR	OR	OFF	2005/11/18 16:38